Anyone here into speedruns?

Anyone here into speedruns?
by **I.S.T.** » Mon May 26, 2008 6:26 am

I.S.T.
Member
Posts: 80
Joined: Sun Mar 23, 2008 12:41 pm

Other than Nach, of course. [img]<fileStore.core_Emoticons>/emoticons/wink.png[/img]/emoticons/wink@2x.png 2x" width="20" height="20" />

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I've been watching a lot of the ones on www.speeddemosarchive.com lately(I'd watch more TAS runs but for some reason tasvideo's BT tracker doesn't like me. [img]<fileStore.core_Emoticons>/emoticons/sad.png[/img]/emoticons/sad@2x.png 2x" width="20" height="20" />).. I think my favorites are the Castlevania: Aria of Sorrow runs(Mainly because I love that game so frigging much) and the Jaws run(Which is just amazing to watch, considering how much effort went into such a bad game.).

Anyone here into speedruns?
by **mudlord** » Mon May 26, 2008 7:05 am

mudlord
Senior Member
Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

I prefer TASes :annoy:

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Much more inventive.

Anyone here into speedruns?
by **spacy51** » Mon May 26, 2008 7:21 am

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

We still have to add VBA-rerecording, do we?

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http://vba-m.com/vbam/vbasources/vba-rerecording-20-src.7z

Anyone here into speedruns?
by **MasterPhW** » Mon May 26, 2008 7:32 am

MasterPhW
Junior Member
Posts: 17
Joined: Tue Mar 18, 2008 8:15 pm

> We still have to add VBA-rerecording, do we?
>
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>
> http://vba-m.com/vbam/vbasources/vba-rerecording-20-src.7z

Yeah, rerecording needs a lot core changes IIRC, that's why mudlord didn't included it yet.

Anyone here into speedruns?
by **I.S.T.** » Mon May 26, 2008 6:10 pm

I.S.T.
Member
Posts: 80
Joined: Sun Mar 23, 2008 12:41 pm

> I prefer TASes :annoy:
>
> Â
>
> Much more inventive.

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They can be. The NES Gradius run is amazing...

Anyone here into speedruns?
by **SCHUMI4EVER** » Tue May 27, 2008 8:28 am

SCHUMI4EVER
Member
Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

That's quite a handy link thanks.

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I am not really into speedruns as the cap on my connection does not really allow for random fun...it barely holds out for regular browsing. However such a large collection is a welcome bookmark and if I do find myself with a few MB to spare I will definitely go take a look.

Anyone here into speedruns?
by **arijit_bhaumik** » Thu May 29, 2008 7:20 am

arijit_bhaumik
Junior Member
Posts: 5
Joined: Mon May 26, 2008 12:56 pm

wats a speed run:question:

Last edited by arijit_bhaumik on Thu May 29, 2008 7:20 am, edited 1 time in total.

Anyone here into speedruns?
by **SCHUMI4EVER** » Thu May 29, 2008 7:26 am

SCHUMI4EVER
Member
Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

You would know that if you went to the site.

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It's basically playing through a game in the shortest time possible. Like completing Super Mario 64 in a matter of minutes.

Last edited by SCHUMI4EVER on Thu May 29, 2008 7:31 am, edited 1 time in total.

Anyone here into speedruns?
by **arijit_bhaumik** » Thu May 29, 2008 7:28 am

arijit_bhaumik
Junior Member
Posts: 5
Joined: Mon May 26, 2008 12:56 pm

THNX fr replying:heh:

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> I prefer TASes :annoy:
>
> Â
>
> Much more inventive.

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TASes?????

Last edited by arijit_bhaumik on Thu May 29, 2008 7:29 am, edited 1 time in total.

Anyone here into speedruns?
by **I.S.T.** » Thu May 29, 2008 7:42 am

I.S.T.
Member
Posts: 80
Joined: Sun Mar 23, 2008 12:41 pm

Tool assisted speedruns. Basically, speedruns done on an emulator using methods that are not possible with a console, such as going through the game one frame at a time(Some games display odd behavior at specific frames, for example), repeated use of save states to fix mistakes, etc. Hell, some games have been reverse engineered!

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